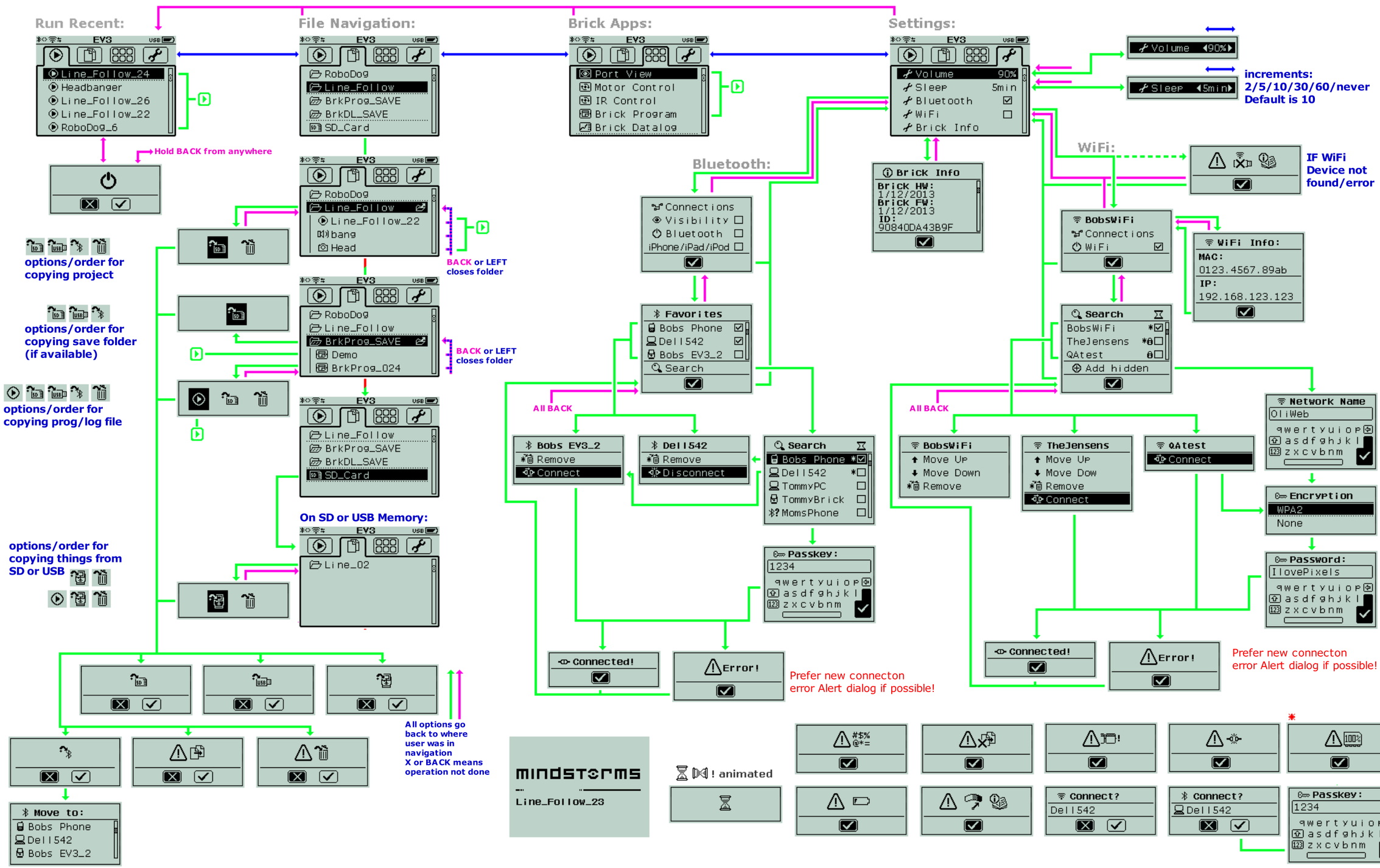
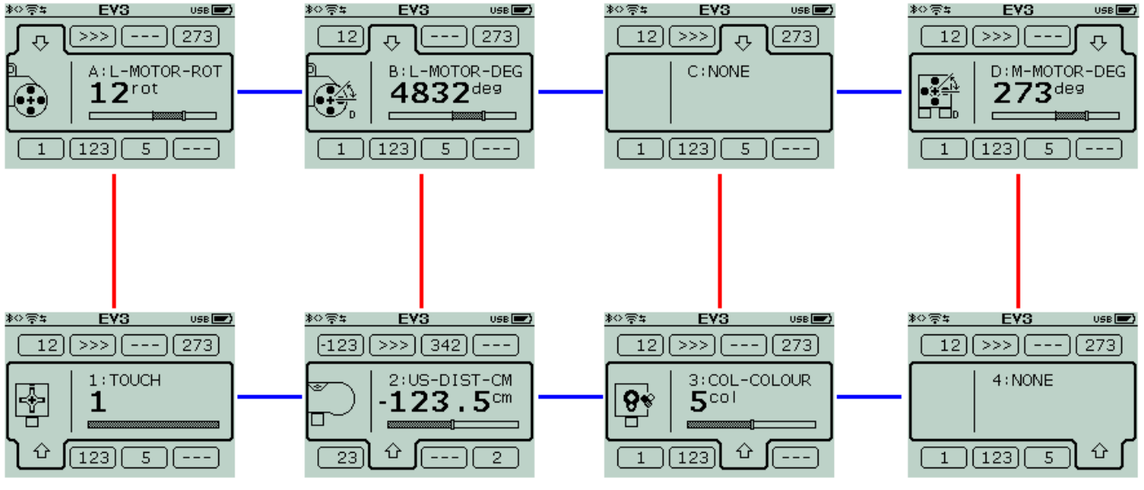
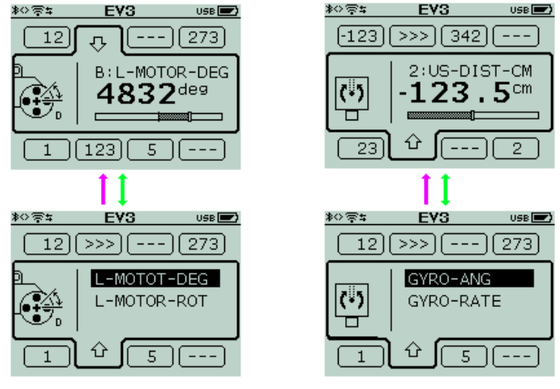
General Navigation: Flow (2 OCT)

✱2 OCT
- iPhone/iPad/iPod option in Bluetooth
- Demo Prog in Brick Program folder
- Rename of "Play recent" to "run recent"
- Confirmed File Navigation behaviour
- USB icon when connected



VIEW: Flow (2 Oct)

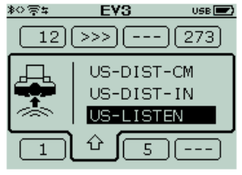




Prefered Function for Sensors/Modes that can accumilate (can be a standard behaviour as will not effect others)

L-MOTOR-ROT, L-MOTOR-DEG, M-MOTOR-ROT, M-MOTOR-DEG, GYRO_ANG can accumulate values

IF press "ok" on a ID'ed sensor/motor that has multiple modes:



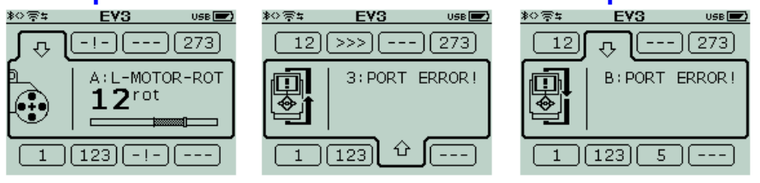
If press ok to sensor set up....
- **pressing OK on any option will set the sensor to Zero**
- **pressing BACK while on any option returns to main screen without resset**

(similar for sensor setup page in DataLog)

Navigating sensors does not resset to Zero

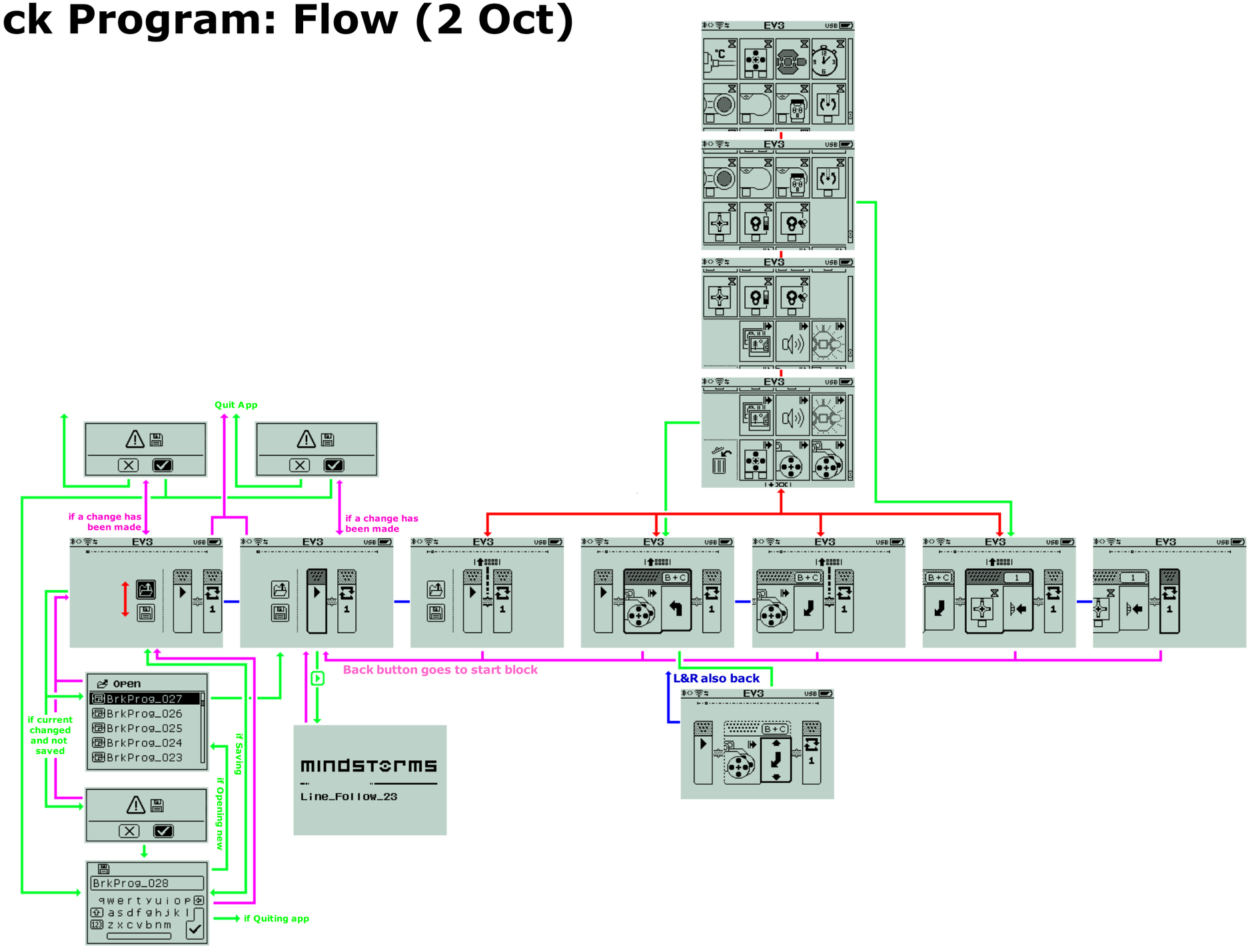
App restart and disconnect sensor does resset to zero

IF sensor/motor plugged into wrong side:



30 MAR Outstanding
- Use LookUp for NXT elements
- Resst all accumulating sensors/motors when
  - Unplug/replug sensor
  - Comming into app
- Rollover on Bar Grapfic

Brick Program: Flow (2 Oct)



15 JUNE outstanding issues:

- "OK" to also go to library?

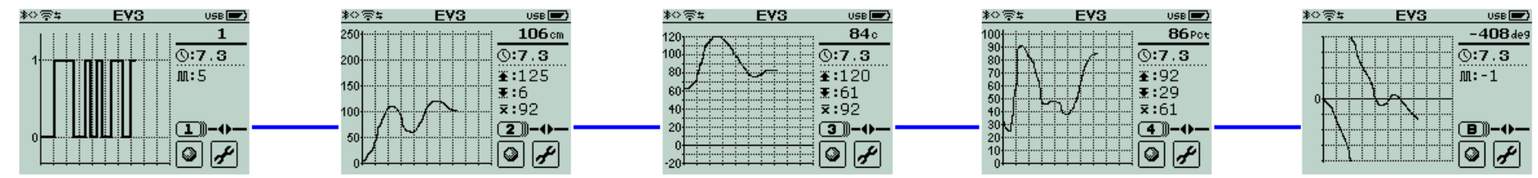
Brick Datalog: Flow (2 Oct)

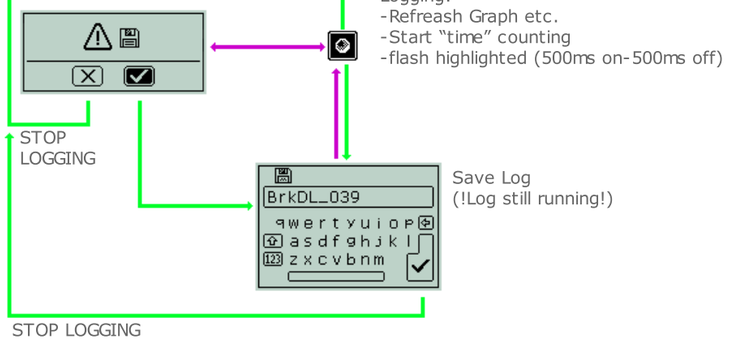
Scope Prefered Functionality:
- Do not increment time value: -.-
-Keep Graph running/scrolling when switching between sensors (ie: do not clear graph)
- If new sensor plugged in..then use its first stable value..and that draws from left (as graph is running/scrolling)

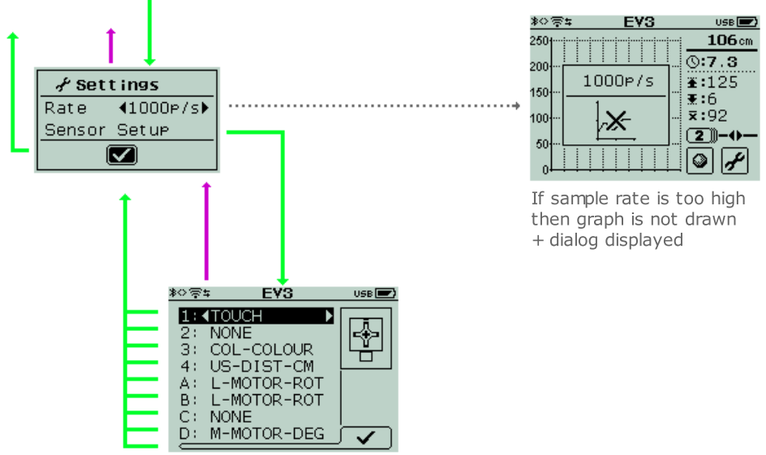
- Can refreash graph/scrolling if: all sensors are unplugged or going into logging

Graph on screen is always running 10 pixels per sec

***Brick Datalog main screen**





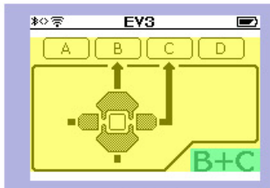


If sample rate is too high
then graph is not drawn
+ dialog displayed

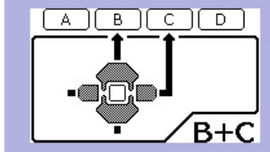
30 MAR outstanding issues:

- Confirm Graphical rollover
- Confirm feasability of changing details (min/max/ave-count)
- Confirm showing multiple graphs (show all mode)

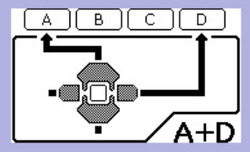
Motor Control: Flow + Assets (11 May)



MotorCtlLAY.bmp



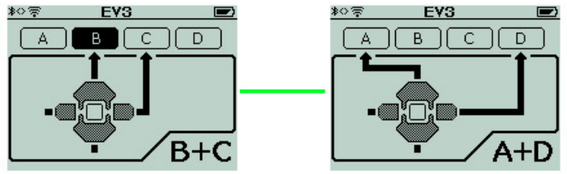
MotorCtlBC.bmp



MotorCtlAD.bmp

MctlBC.bmp

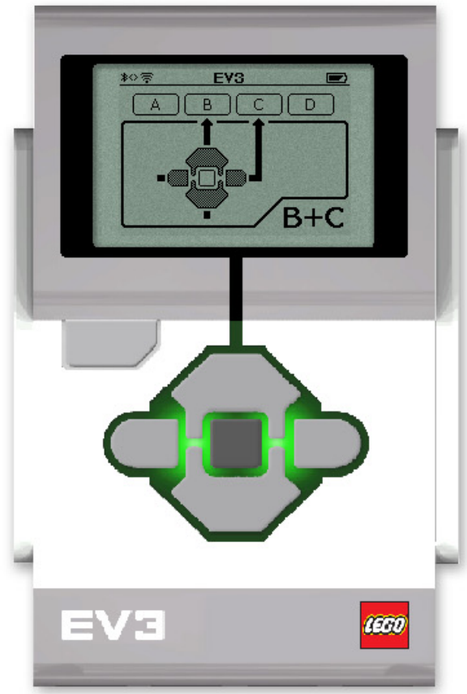
MctlAD.bmp



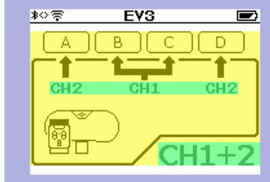
Function: Motors are directly controlled by Buttons on P-Brick

P-Brick Buttons:
Center= Toggle Ports between BC and AD
(also changes graphic)
Up/Down = Motor B or A Fwd/Back
Right/Left = Motor C or D Fwd/Back

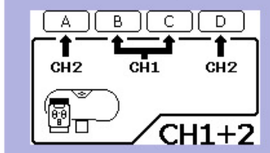
Highlight active port (highlight while motor ON)



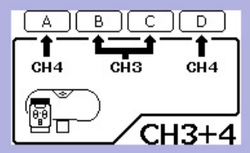
IR Control: Flow + Assets (11 May)



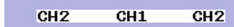
IRCtlLAY.bmp



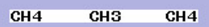
IRCtl12.bmp



IRCtl34.bmp



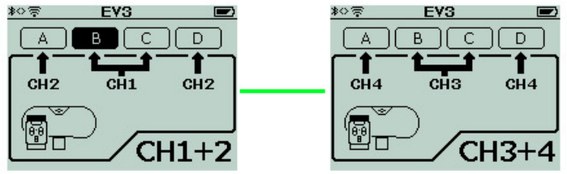
IRctlsm12.bmp



IRctlsm34.bmp

IRctlbb12.bmp

IRctlbb34.bmp

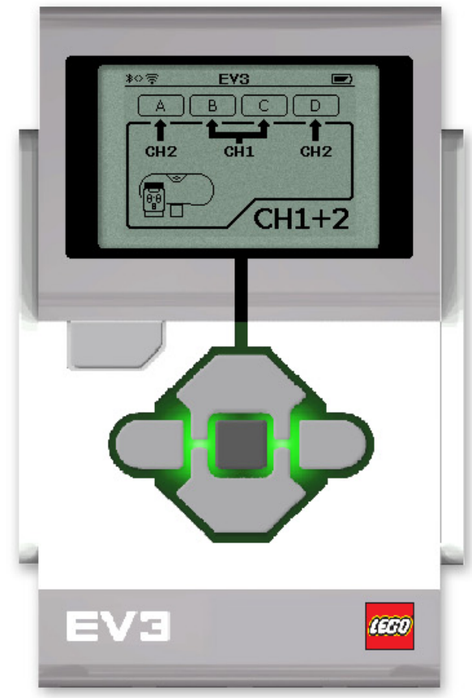


Function: Motors are directly controlled by Buttons on IR Beacon

P-Brick Buttons:
Center= Toggle Channels that P-Brick responds to (1+2 OR 3+4)
(also changes graphic)
Up/Down/Left/Right: Do nothing

IR SEEKER IN PORT 4 + BEACON/REMOTE:
Channel 1: If Brick CH 1+2 - Beacon Buttons mapped to Port B and C
Channel 2: If Brick CH 1+2 - Beacon Buttons mapped to Port A and D
Channel 3: If Brick CH 3+4 - Beacon Buttons mapped to Port B and C
Channel 4: If Brick CH 3+4 - Beacon Buttons mapped to Port A and D

Highlight active port (highlight while motor ON)



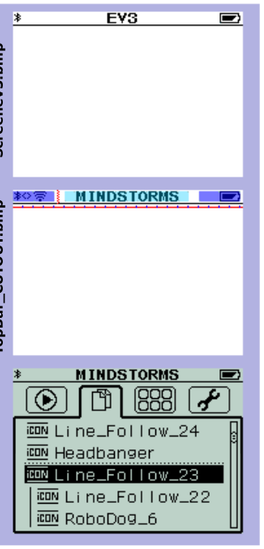
Common Assets (13 FEB)

※ 13 FEB Recent Updates:
- ..

Top Bar: (icons/Layout)

Screenev3.bmp

TopBar_CUTOUT.bmp



Running.bmp

Ani1x.bmp (500ms)

Ani2x.bmp (100ms)

Ani3x.bmp (100ms)

Ani4x.bmp (100ms)

Ani5x.bmp (100ms)

Ani6x.bmp (100ms)

RunningLay.bmp

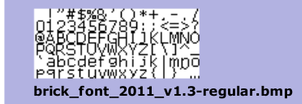
mindstorms.bmp

Starting..
starting.bmp

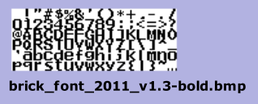
Updating..
Updating.bmp

Shutting Down..
shuttingdown.bmp

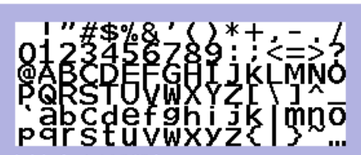
Fonts:



brick_font_2011_v1.3-regular.bmp

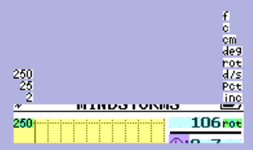


brick_font_2011_v1.3-bold.bmp



brick_font_LARGE.bmp

small_font.bmp



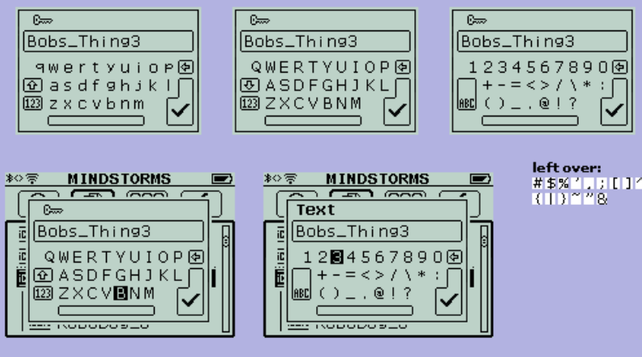
Keyboard: (same size/pos as 5 line pop-up)

KEY_SmCHAR.bmp

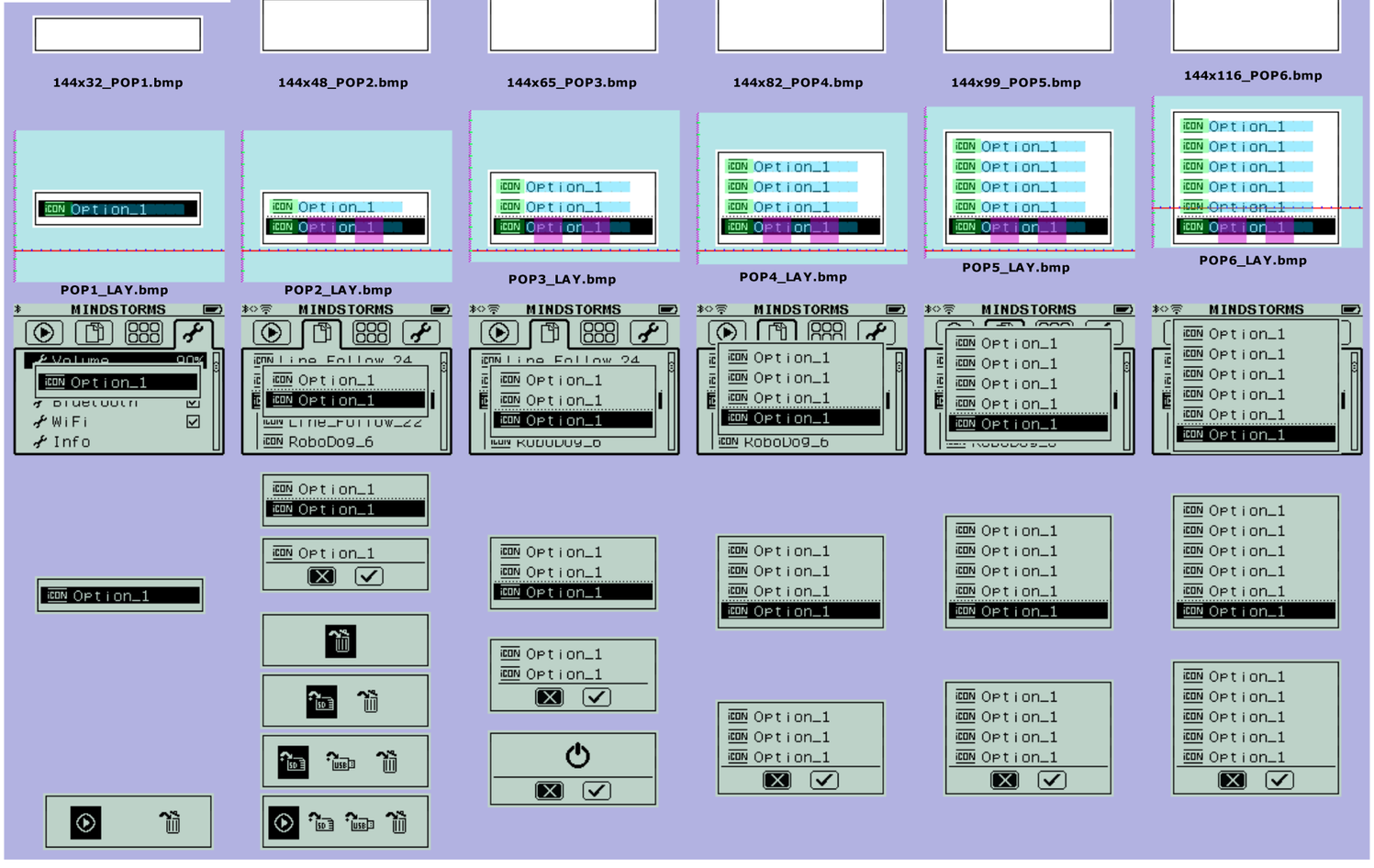
KEY_CAPCHAR.bmp

KEY_NumSymb.bmp

KEY_CUTOUT.bmp



Dialog:



General Navigation: Assets (2 Oct)

✱ **2 Oct**
- USB icon
- iPhone/iPad/iPod option in buetooth

Top Layer menus:

178x26_PLAYLAST_TAB.bmp
178x26_FILE_TAB.bmp
178x26_APPS_TAB.bmp
178x26_SETTINGS_TAB.bmp

89x178_MainMenuBottom.bmp

24x12_ViewApp.bmp
24x12_MotContApp.bmp
24x12_ProgApp.bmp
24x12_DLApp.bmp

Top_Layer_LAYOUT.bmp

Top_Layer_CUTOUT.bmp

Top_Layer_GREENGLASS.bmp

Top Layer icons:

24x12_Files_Folders_Settings.bmp
24x22_Yes_No_OFF_FILEOps.bmp
16x8_TopBar_Icons.bmp ✱
16x12_MenuItems.bmp
8x12_miniArrows.bmp
mode2.bmp ✱
iPhone/iPad/iPod

2iconaldilog.bmp
movedilog.bmp
3icondilog.bmp

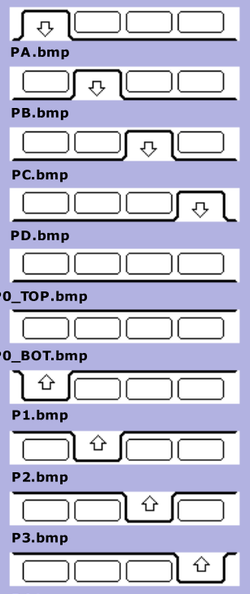
Top Layer Key Screens:

✱

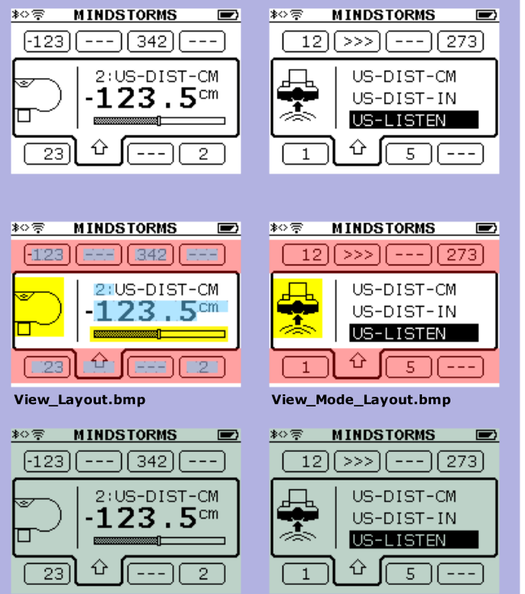
Layouts:

VIEW: Assets (30 MAR)

VIEW elements:



View_Core.bmp



View_Layout.bmp

View_Mode_Layout.bmp

List of sensors/motors/blocks
inc. modes used in view
Red indicated the default mode
If 2 values: first is for Number field, second for bar graph.

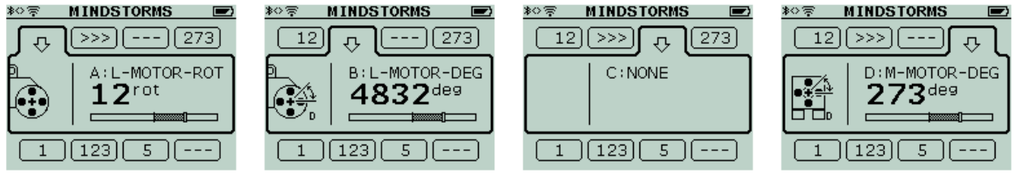
- TOUCH	(1,0) *none*
- COL-REFLECT	(0-100) pct
COL-COLOR	(0-7) col
COL-AMBIENT	(0-100) pct
- IR-PROX	(0-100) pct
IR-REMOTE	(0-10) btn
IR-SEEK	(-100-100) pct
- US-DIST-CM	(0.0-255.0) cm
US-DIST-IN	(0-?) inch
US-LISTEN	(0,1) *none*
- GYRO-ANG	(-9999-9999)(-180-180) deg
GYRO-RATE	(-440-440) d/s
- TEMP-C	(-20-120) c
TEMP-F	(-4-248) f
- L-MOTOR-DEG	(-9999-9999)(-180-180) deg
L-MOTOR-ROT	(-100-100) rot
- M-MOTOR-DEG	(-9999-9999)(-180-180) deg
M-MOTOR-ROT	(-100-100) rot

- **NXT: Use Lookup table for name/scale**

- UNKNOWN	(0-100) pct
- PORT ERROR!	NO VALUE
- NONE	NO VALUE

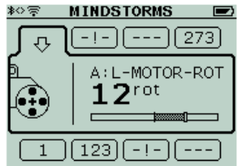
prefer roll over on the bar graph for:
- GYRO-ANG
- All motors and their modes

View Key Screens:

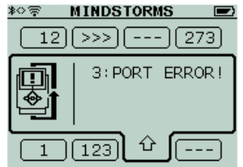


Sens/mot Mode change

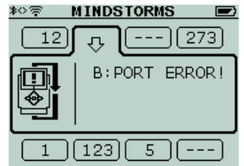
"!" wrong connection



Wrong connection input

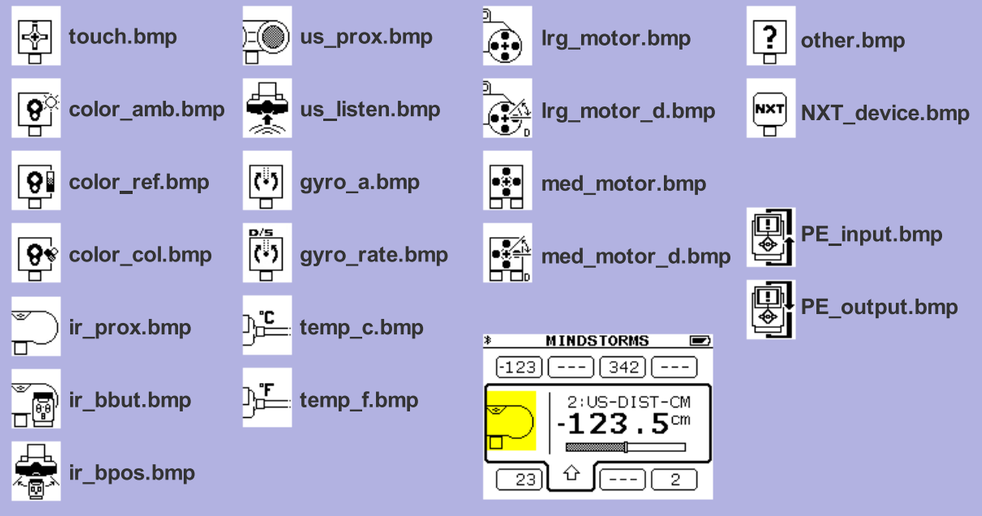


Wrong connection output



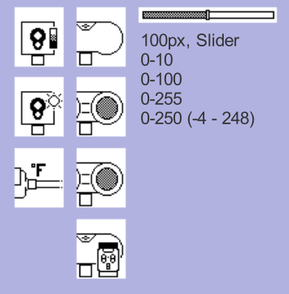
30 MAR Outstanding
- Use LookUp for NXT elements
- Resst all accumulating sensors/motors when
  - Unplug/replug sensor
  - Comming into app
- Rollover on Bar Grapfic

Sensor/Mode elements:



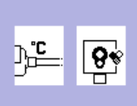
Bar details / elements:

100px, On/Off
Boolean values

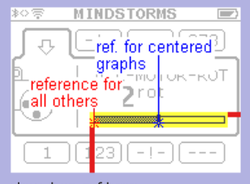


100px, Slider
0-10
0-100
0-255
0-250 (-4 - 248)

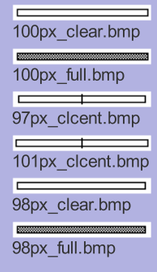
! if using same value to pixel mapping as DataLog! otherwise map to 101px
97px, Centered Slider
-100 - 0 - 100
-180 - 0 - 180
-450 - 0 - 450 (440)



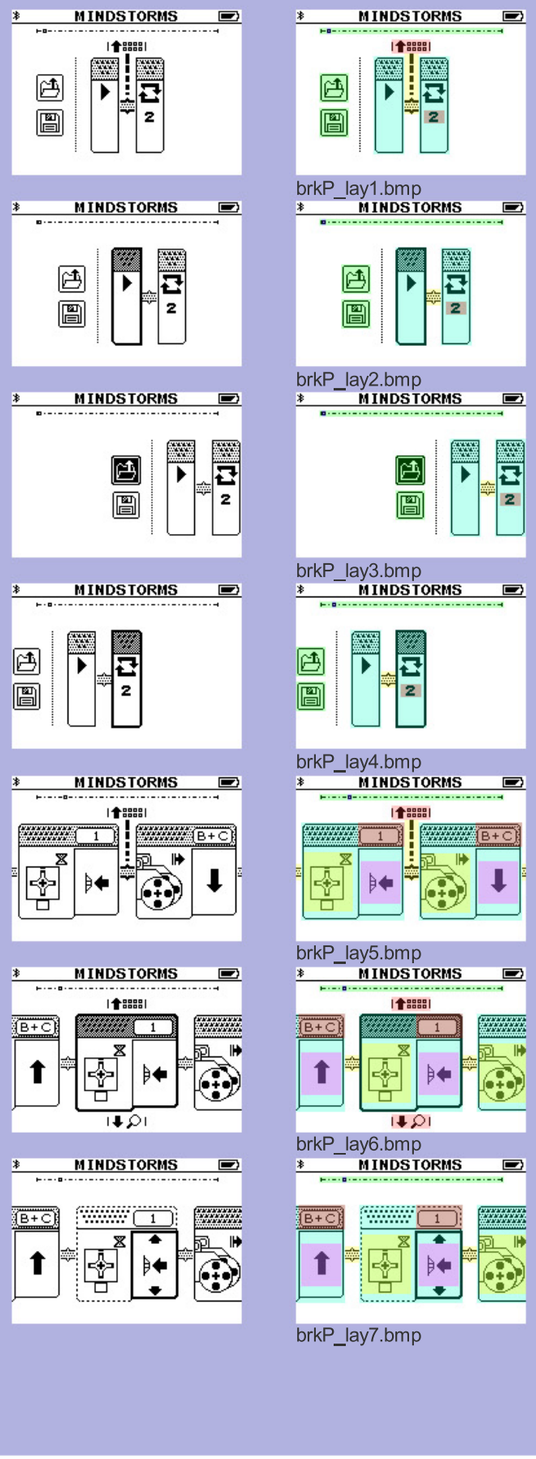
! if using same value to pixel mapping as DataLog! otherwise map to 100px
98px, Slider
0-8 (0-7)
-20-120

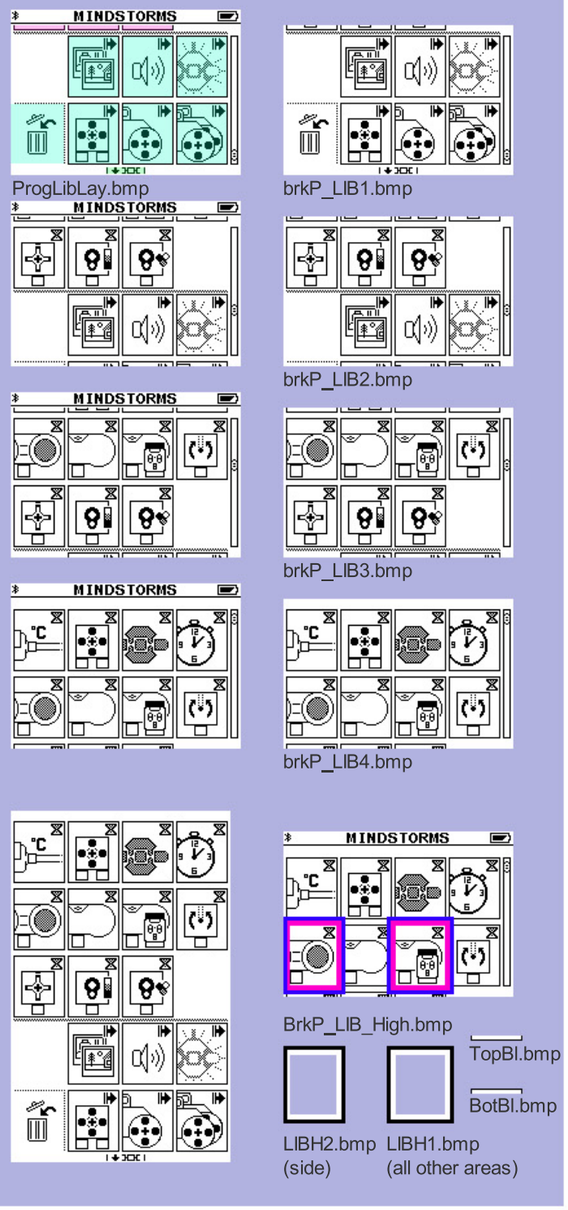


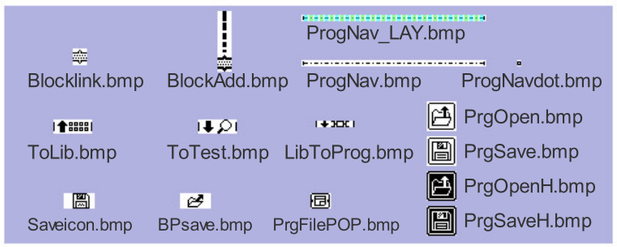
view_bar_ref.bmp

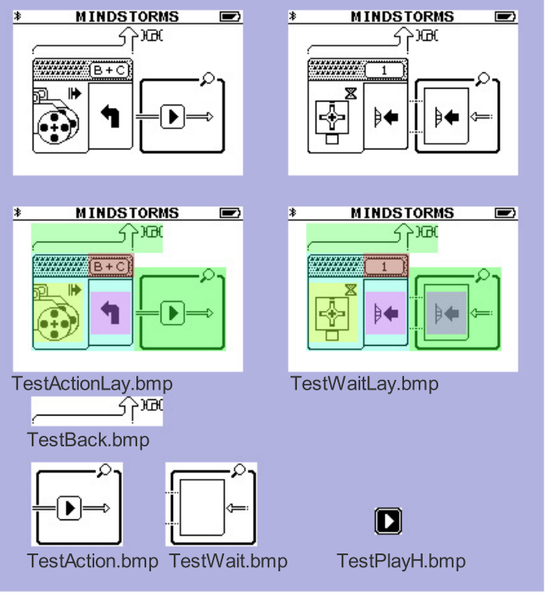


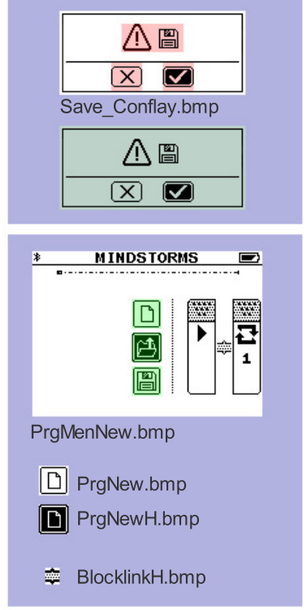
Brick Program: General Assets/Layout (30 MAR)



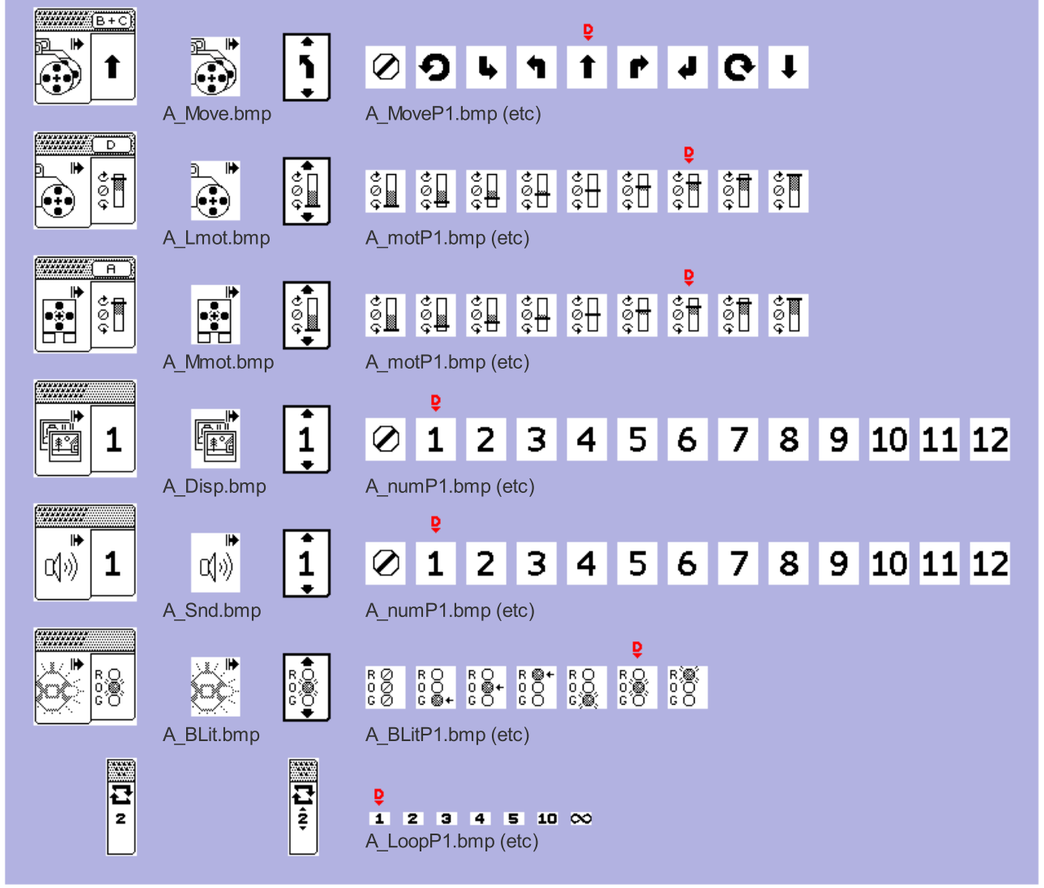


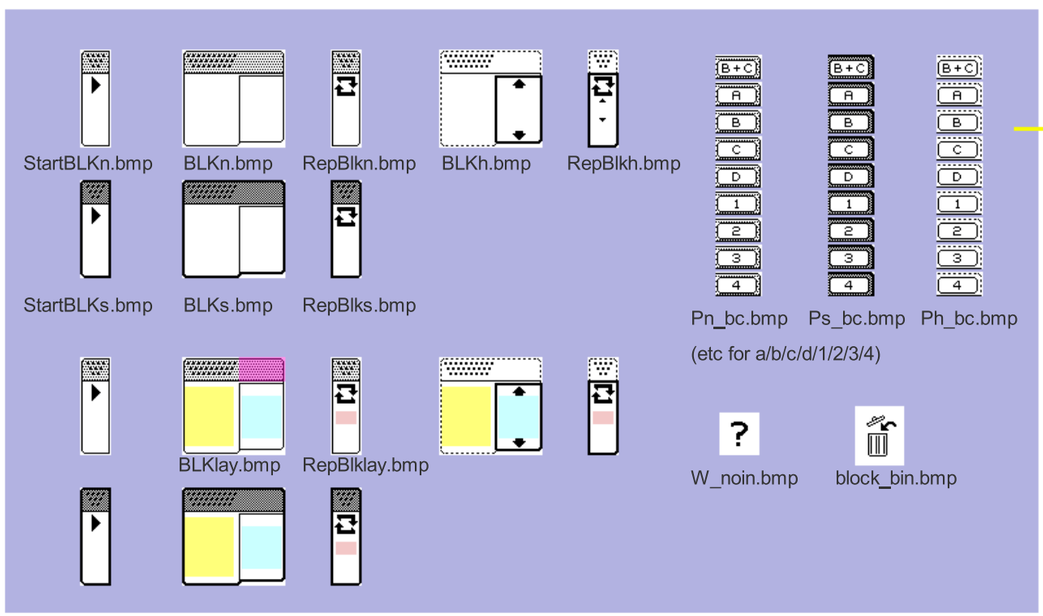


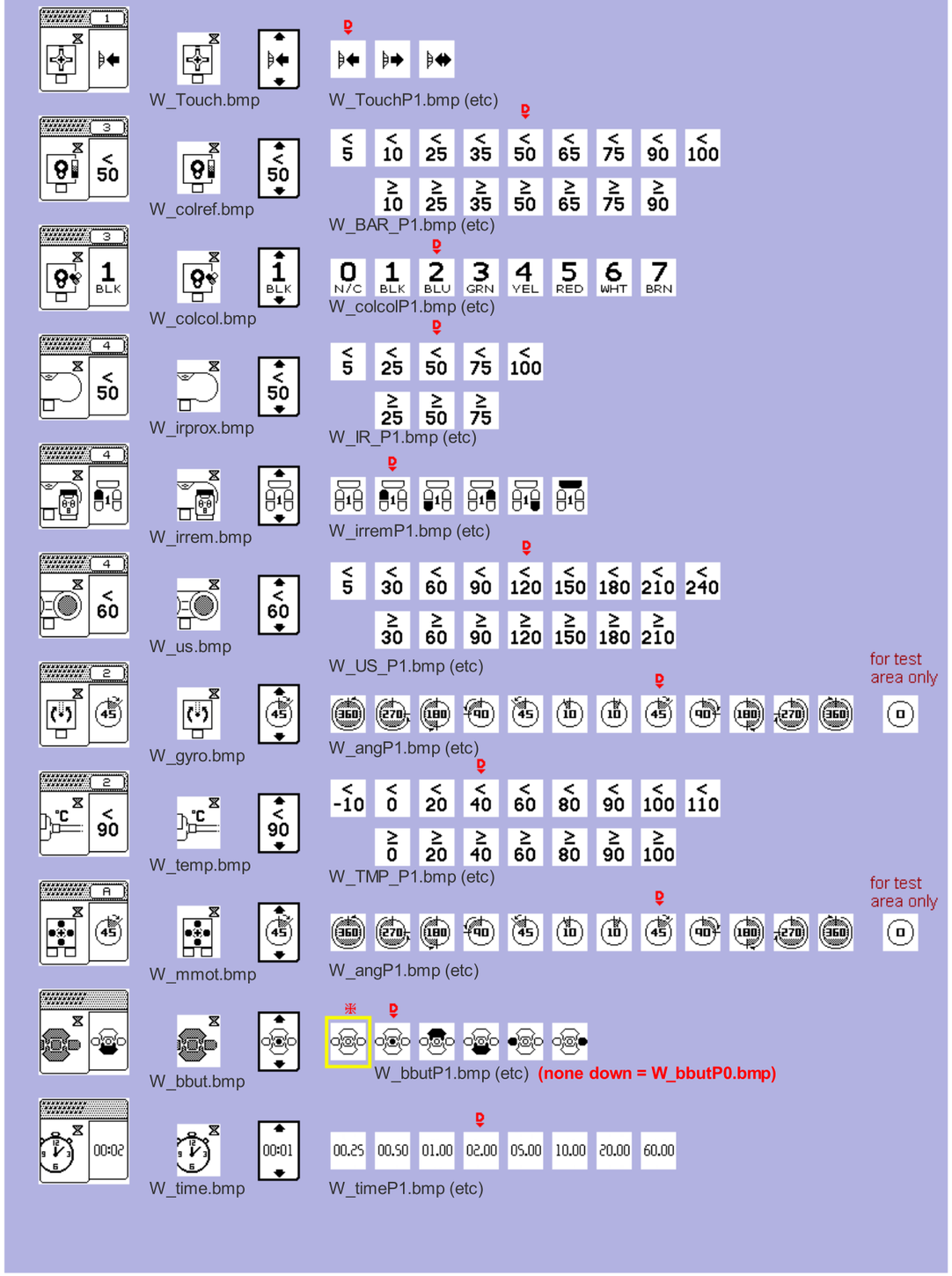




Brick Program: Block Assets (15 June)



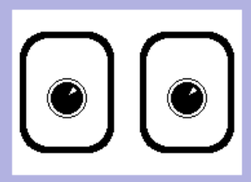




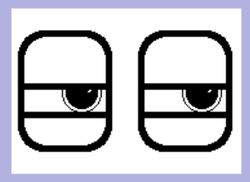
※ **15 JUNE**

- EV3 Buttons - Added no button parameter (Yellow Feature)

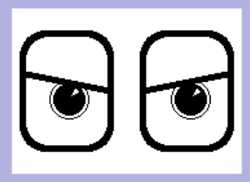
Brick Program: Image Assets (2 Oct)



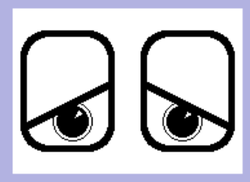
1.bmp



2.bmp



3.bmp



4.bmp

5.bmp

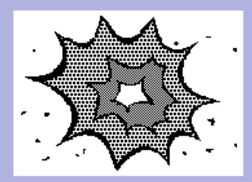
6.bmp

7.bmp

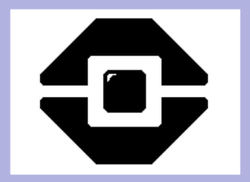
8.bmp

9.bmp

10.bmp



11.bmp



12.bmp

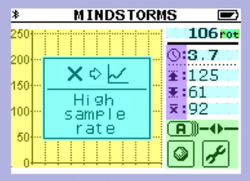
Brick Datalog: Assets (30 MAR)

Data Log General Assets/Layout:

dl_Prt_Un.bmp, dl_Prt_Er, dl_Prt_All.bmp

dl_Prt1.bmp (etc)

dl_PrtA.bmp (etc)



dl_GenLay.bmp

Prt_Backlmg.bmp

dl_PrtDefault.bmp

dl_mxave.bmp dl_count.bmp dl_NoDetails

dl_Rec.bmp

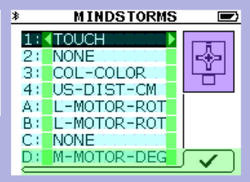
dl_RecH.bmp

dl_Set.bmp

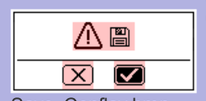
dl_SetH.bmp

Un_State.bmp
Un_Percent.bmp
Un_cm.bmp
Un-Inch.bmp
Un_Deg.bmp
Un_Rot.bmp
Un_Dc.bmp
Un_Df.bmp
Un_ds.bmp
Un_col.bmp
Un_bt.bmp

dl_setdialog.bmp



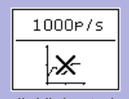
dl_SetupLay.bmp



Save_Conflay.bmp

dl_SetAccept.bmp

dl_SetAcceptH.bmp



dl_Highrate.bmp

8x12_miniArrows.bmp
(same as Gen Nav)

Graph / Value Details:

List of sensors/motors/blocks
inc. modes used in datalogging
Red indicated the default mode
If 2 values: first is for Number field,
second for graph.

- **TOUCH**	(1,0) *none*	*(count)*
- **COL-REFLECT**	(0-100) pct	*(max,min,ave)*
COL-COLOR	(0-8) col	*(count)*
COL-AMBIENT	(0-100) pct	*(max,min,ave)*
- **IR-PROX**	(0-100) pct	*(max,min,ave)*
IR-REMOTE	(0-10) btn *(count)*	
IR-SEEK	(-100-100) pct	*(max,min,ave)*
- **US-DIST-CM**	(0.0-255.0) cm	*(max,min,ave)*
US-DIST-IN	(0-100) inch	*(max,min,ave)*
US-LISTEN	(0,1) *none*	*(count)*
- **GYRO-ANG**	(-9999-9999)(-180-180) deg	*(max,min,ave)(roll.ov)*
GYRO-RATE	(-440-440) d/s	*(max,min,ave)*
- **TEMP-C**	(-20-120) c	*(max,min,ave)*
TEMP-F	(-4-248) f	*(max,min,ave)*
- **L-MOTOR-DEG**	(-9999-9999)(-180-180) deg	*(count)(roll.ov)*
L-MOTOR-ROT	(-100-100) rot	*(max,min,ave)(roll.ov)*
- **M-MOTOR-DEG**	(-9999-9999)(-180-180) deg	*(count)(roll.ov)*
M-MOTOR-ROT	(-100-100) rot	*(max,min,ave)(roll.ov)*

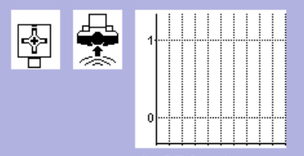
- **NXT: Use LookUp for name and graph**

- **UNKNOWN**	(0-100) pct	*(max,min,ave)*
- **PORT ERROR!**	NO VALUE (dont navigate to port)	
- **NONE**	NO VALUE (dont navigate to port)	

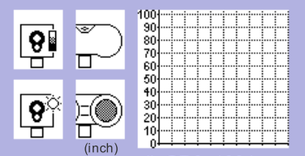
- Sample Rates: 1000p/s, 100p/s, 10p/s, 1p/s, 0.1p/s, 1p/m

Always draw 10ps a second / graph lines = 1 sec on graph

0-50 **100-250** **Centered**

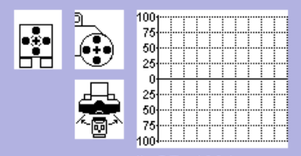


dl_GR0_1.bmp

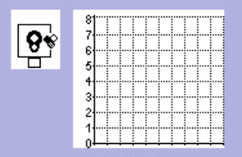


(inch)

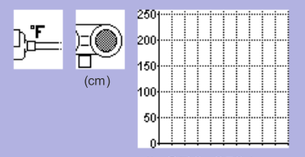
dl_GR0_100.bmp



dl_GRc100.bmp

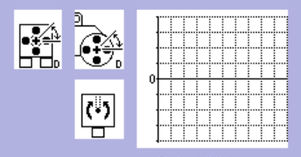


dl_GR0_8.bmp

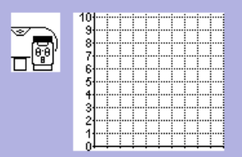


(cm)

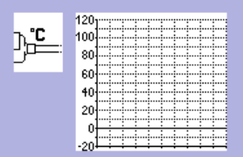
dl_GR0_250.bmp



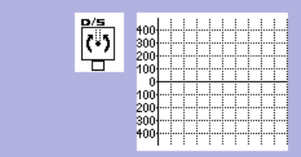
dl_GRc180.bmp



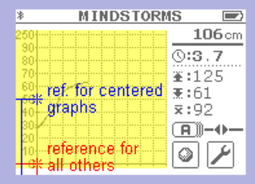
dl_GR0_10.bmp



dl_GR_TC.bmp



dl_GRc450.bmp



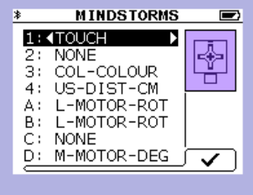
dl_Graph_Pos.bmp

Sensor/Mode elements:

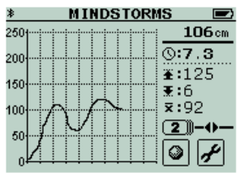
touch.bmp
color_amb.bmp
color_ref.bmp
color_col.bmp
ir_prox.bmp
ir_bbut.bmp
ir_bpos.bmp

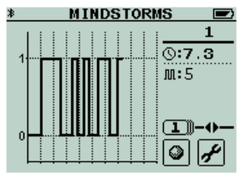
us_prox.bmp
us_listen.bmp
gyro_a.bmp
gyro_rate.bmp
temp_c.bmp
temp_f.bmp

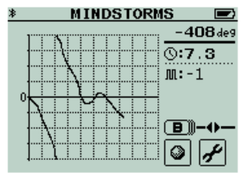
lrg_motor.bmp
lrg_motor_d.bmp
med_motor.bmp
med_motor_d.bmp

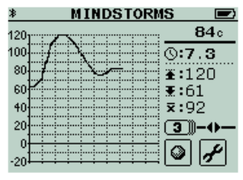


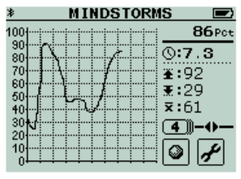
other.bmp
NXT_device.bmp
PE_input.bmp
PE_output.bmp

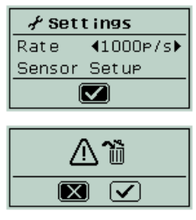


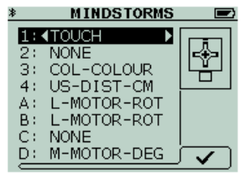








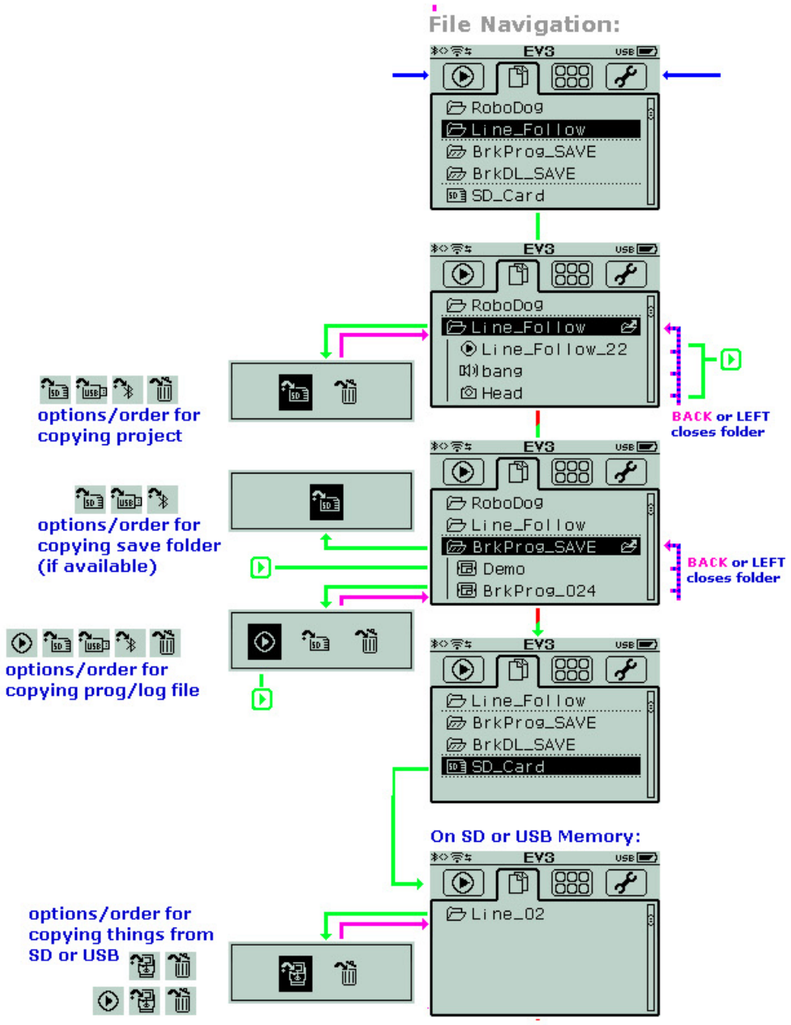




30 MAR outstanding issues:

- Confirm Graphical rollover
- Confirm feasability of changing details (min/max/ave-count)
- Confirm showing multiple graphs (show all mode)
- Resset accumulating sensors when entering app, replug sensors

Detail: File Navigation behaviour (2 Oct)

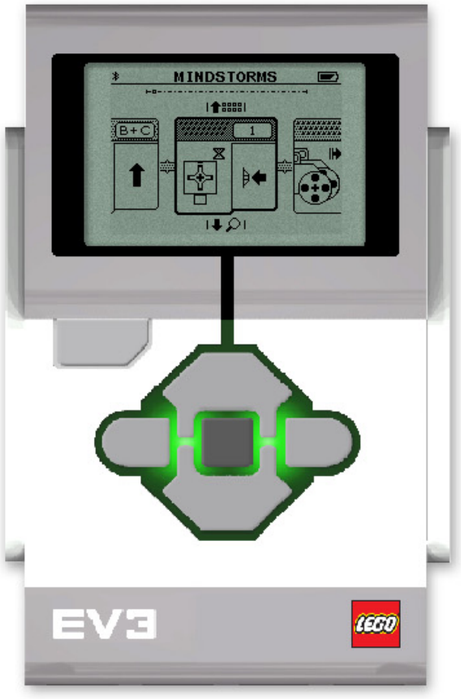


Brick File Navigation Behaviour:

- Play/Run file (executable, sound, image, Brick program)
- Copy to P-Brick Internal memory
- Copy to SD Card (only show if available)
- Copy to USB memory device (only show if available)
- Copy to Bluetooth connected P-Brick (only show if available)
- Delete

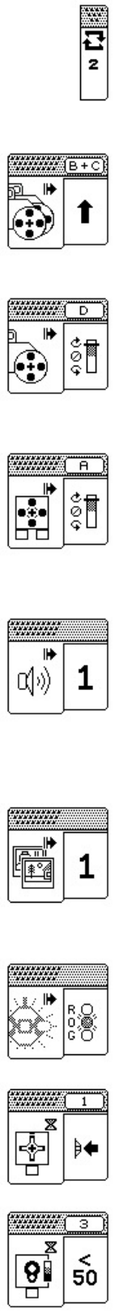
Projects	Action if selected (highlight and press ok)
Project Folder (1)	Open folder / Show contents
Project Folder (2)	Dialog Box: (show copy options only if available)
- Executable	Play file
- Brick Program	Play file (have not tried..can X3 add a brick program to a project?!)
- Image file	Display Image
- Sound file	Play Sound
- Datalog File	Do Nothing
- Text File	Do Nothing
Brick ProgramSave	
Brick Program Folder (1)	Open folder / Show contents
Brick Program Folder (2)	Dialog Box: (show copy options only if available) (or nothing?)
- Demo Program	Play file
- Normal Program	Dialog Box: (show copy options only if available)
Brick Datalog Save	
Brick Datalog Folder (1)	Open folder / Show contents
Brick Datalog Folder (2)	Dialog Box: (show copy options only if available) (or nothing?)
- Datalog file	Dialog Box: (show copy options only if available)
Other	
SD Card	Switch to SD Card Navigation (! Only copy option to Internal:)
USB Memory	Switch to USB Memory Navigation (! Only copy option to Internal:)
Internal Memory	Switch to Internal Memory Navigation

Common: Button Light behaviour (13FEB)

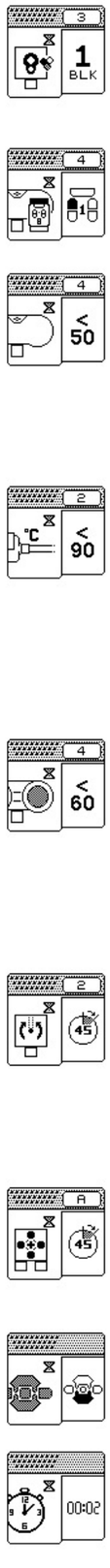


General UI actions:	Light behavior:
Starting Up:	Red
Updating:	Red
Busy: (non responsive UI)	Red Pulse (A2: 250 on, 250 off)
Ready:	Green
Running:	Green Pulse (A1: 150 on, 50 off, 150 on, 650 off)
Alert ready: (ie battery low etc..responsive UI)	Orange
Alert Running: (ie battery low etc..responsive UI)	Orange Pulse (A1: 150 on, 50 off, 150 on, 650 off)
Apps actions:	
View	Green
Motor Control (un active motors/control)	Green
Motor Control (active)	Green Pulse (running) (A1: 150 on, 50 off, 150 on, 650 off)
Brick Program (editing)	Green (ready)
Brick Program (running program)	Green Pulse (running) (A1: 150 on, 50 off, 150 on, 650 off)
Brick Datalog (scope/not logging)	Green (ready)
Brick Datalog (logging)	Green Pulse (running) (A1: 150 on, 50 off, 150 on, 650 off)
Programming actions: (in order..all use A2)	
All Off	
Green continuous	Green
Orange continuous	Orange
Red continuous	Red
Green Pulse	Green Pulse (A2: 250 on, 250 off)
Orange Pulse	Orange Pulse (A2: 250 on, 250 off)
Red Pulse	Red Pulse (A2: 250 on, 250 off)
(note: same parameters for PC program Block)	
Overview of all states:	
Green	
Orange	
Red	
Green Pulse (A1: 150 on, 50 off, 150 on, 650 off)	
Orange (A1: 150 on, 50 off, 150 on, 650 off)	
Green pulse (A2: 250 on, 250 off)	
Orange (A2: 250 on, 250 off)	
Red pulse (A2: 250 on, 250 off)	

Brick Program: Block Spec (15 JUNE)



Block ID number	Functionality / UI Block	Port	Parameter One	Parameter Two	OnBrick Storage			Default values
2	**Start block**	N/A	0	0	0x02	0x00	0x00	No additional default values associated within this block
3	**Loop block**	N/A	1 - 7 1: Run program strip once (default) 2: 2 times 3: 3 times 4: 4 times 5: 5 times 6: 10 times 7: Forever	0	0x03	0x01	0x00	No additional default values associated within this block as we only support standard loops. Not input dependen loops. Is forever loop a different block than counted loops??
4	**Empty Block**	N/A	0	0	0x04	0x00	0x00	
5	**Move block**	B&C	1 - 9 1: Brake 0, 0 2: Rotate Left -50, 50 3: Left by reverse -50, 0 4: Forward Left 0, 50 5: Forward 70, 70 (default) 6: Forward Right 50, 0 7: Right by reversing 0, -50 8: Rotate Right 50, -50 9: Backwards -70, -70	0	0x05	0x00 aligned to mail: Fri 30/03/2012 15:53		Default values: Run-forever, Parmaters change both steer and power (0 power equal brake)
6	**Large motor Block**	D	1 - 9 1: Back, Power = -100 2: Back, Power = -75 3: Back, Power = -50 4: Back, Power = -25 5: Brake 6: Forward, Power = 25 7: Forward, Power = 50 (default) 8: Forward, Power = 75 9: Forward, Power = 100	0	0x06	0x07	0x00	Default value: Run-forever
7	**Medium motor Block**	A	1 - 9 1: Back, Power = -100 2: Back, Power = -75 3: Back, Power = -50 4: Back, Power = -25 5: Brake 6: Forward, Power = 25 7: Forward, Power = 50 (default) 8: Forward, Power = 75 9: Forward, Power = 100	0	0x07	0x07	0x00	Default value: Run-forever
8	**Sound playback**	N/A	1 - 13 1: Stop Sound 2: OnBrickSound1 (default) 3: OnBrickSound2 4: OnBrickSound3 5: OnBrickSound4 6: OnBrickSound5 7: OnBrickSound6 8: OnBrickSound7 9: OnBrickSound8 10: OnBrickSound9 11: OnBrickSound10 12: OnBrickSound11 13: OnBrickSound12	0	0x08	0x02	0x00	Default value: Repeat = FALSE, Volume = 100%, Wait for completion disabled
9	**Display Image**	N/A	1 - 13 1: Clear display 2: OnBrickImage1 (default) 3: OnBrickImage2 4: OnBrickImage3 5: OnBrickImage4 6: OnBrickImage5 7: OnBrickImage6 8: OnBrickImage7 9: OnBrickImage8 10: OnBrickImage9 11: OnBrickImage10 12: OnBrickImage11 13: OnBrickImage12	0	0x09	0x02	0x00	Default value: Clear =
10	**Button light** (LED around buttons)	N/A	1 - 7 1: Off 2: Green 3: Orange 4: Red 5: Green Flashing 6: Orange Flashing (default) 7: Red Flashing Flashing period ½ sec (ie: on= 0.25)	0	0x0A	0x04	0x00	No additional default values associated within this block
11	**Wait for Touch**	1	1 - 3 1: Wait for pressed (default) 2: Wait for release 3: Wait for bumped	0	0x0B	0x01	0x00	No additional default values associated within this block
12	**Wait for reflected light** (Color sensor, Reflected light mode)	3	1 - 16 1: Wait until value < 5 2: < 10 % 3: < 25 % 4: < 35 % 5: < 50 % (default) 6: < 65 % 7: < 75 % 8: < 90 % 9: < 100 % 10: => 10 % 11: => 25 % 12: => 35 % 13: => 50 % 14: => 65 % 15: => 75 % 16: => 90 %	0 aligned to mail Thu 12/04/2012 13:47	0x0C	0x05	0x00	Default value: Generate light = TRUE



13	Wait for Color (Color sensor, Color mode)	3	0 - 7 0: No color 1: Black 2: Blue 3: Green 4: Yellow 5: Red 6: White 7: Brown	0	0x0D	0x02	0x00	No additional default values associated within this block
14	**Wait for Beacon Button** (IR Seek, Remote mode)	4	1 - 6 1: None 2: Top, left (default) 3: Bottom, left 4: Top, right 5: Bottom, right 6: Beacon signal	0	0x0E	0x02	0x00	No additional default values associated within this block. Button state is pressed
15	**Wait for Proximity** (IR Seek, Proximity mode)	4	1 - 8 1: Wait until value < 5 2: < 25 % 3: < 50 % (default) 4: < 75 % 5: < 100 % 6: => 25 % 7: => 50% 8: => 75 %	0 aligned to mail Thu 12/04/2012 13:47	0x0F	0x03	0x00	No additional default values associated within this block
16	**Wait for Temperature** (Temperature, Degree mode)	2	1 - 16 1: <-10 degree 2: < 0 degree 3: < 20 degree 4: < 40 degree (default) 5: < 60 degree 6: < 80 degree 7: < 90 degree 8: < 100 degree 9: < 110 degree 10: >= 0 degree 11: >= 20 degree 12: >= 40 degree 13: >= 60 degree 14: >= 80 degree 15: >= 90 degree 16: >= 100 degree	0 aligned to mail Thu 12/04/2012 13:47	0x10	0x04	0	Default value: Mode = Celcius degree
17	**Wait for Ultrasonic** (Ultrasonic, continues mode, Cm)	4	1 - 16 1: Wait for value < 5 2: < 30 cm 3: < 60 cm 4: < 90 cm 5: < 120 cm (default) 6: < 150 cm 7: < 180 cm 8: < 210 cm 9: < 240 cm 10: >= 30 cm 11: >= 60 cm 12: >= 90 cm 13: >= 120 cm 14: >= 150 cm 15: >= 180 cm 16: >= 210 cm	0 aligned to mail Thu 12/04/2012 13:47	0x11	0x05	0x00	Default value: Mode = Continuesly, Cm
18	**Wait for Gyro Angle** (Gyro, Angle mode)	2	1 - 12 1: Wait until value <= -360 clockwise 2: =< -270 clockwise 3: =< -180 clockwise 4: =< -90 clockwise 5: =< -45 clockwise 6: =< -10 clockwise 7: => 10 clockwise 8: => 45 clockwise (default) 9: => 90 clockwise 10: => 180 clockwise 11: = >270 clockwise 12: => 360 clockwise	0	0x12	0x08	0x00	No additional default values associated within this block (RESET)
19	**Wait for generic encoder**	A	1 - 12 1: Wait until value <= -360 clockwise 2: =< -270 clockwise 3: =< -180 clockwise 4: =< -90 clockwise 5: =< -45 clockwise 6: =< -10 clockwise 7: => 10 clockwise 8: => 45 clockwise (default) 9: => 90 clockwise 10: => 180 clockwise 11: = >270 clockwise 12: => 360 clockwise	0	0x13	0x08	0x00	No additional default values associated within this block (Reset?)
20	**Wait for Brick buttons** (Pressed)	N/A	1 - 5 0: None / all up (yellow: 15 JUNE) 1: Center (default) 2: Up 3: Down 4: Left 5: Right	0	0x14	0x01	0x00	No additional default values associated within this block (Pressed)
21	**Wait for time**	N/A	1 - 8 1: 0,25 Sec 2: 0,5 Sec 3: 1 Sec 4: 2 Sec (default) 5: 5 Sec 6: 10 Sec 7: 20 Sec 8: 60 Sec	0	0x15	0x04	0x00	No additional default values associated within this block